

NEWSLETTER

January 1982

SATURDAY, January 16th

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Waukesha State Bank

Parking

Main Street

Madison Street

Broadway

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here

3-18-68 2648

MILATARI NEWSLETTER

MILWAUKEE AREA ATARI USERS GROUP

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Waukesha, Wi 53187-0648

MEMBERSHIP INFORMATION

Membership is open to individual who have an interest in using and programming ATARI computers. Membership includes the subscription to this newsletter and free access to the users program library and is \$12.00 per year. Single newsletters are \$1.00. A guest may attend one meeting at no charge. The users meetings are held once monthly at 4:00PM on the third Saturday of each month at:

WAUKESHA STATE BANK COMMUNITY ROOM
110 MADISON STREET
WAUKESHA, WISCONSIN

MILITARI NEWSLETTER

Directions to Waukesha State Bank - sight of user group meeting
Take I-94 to Hwy 164: Hwy 164 south to Waukesha: Turn left at the
third stop-n-go light: Bank is on your left in the second block

Community room entrance is at 110 Madison Street

Madison — Interstate 94 — Milwaukee

Hwy 164

Moreland Blvd

- light 1

NORTH

Barstow Street

- light 2

Waukesha State Bank
Parking

Main Street

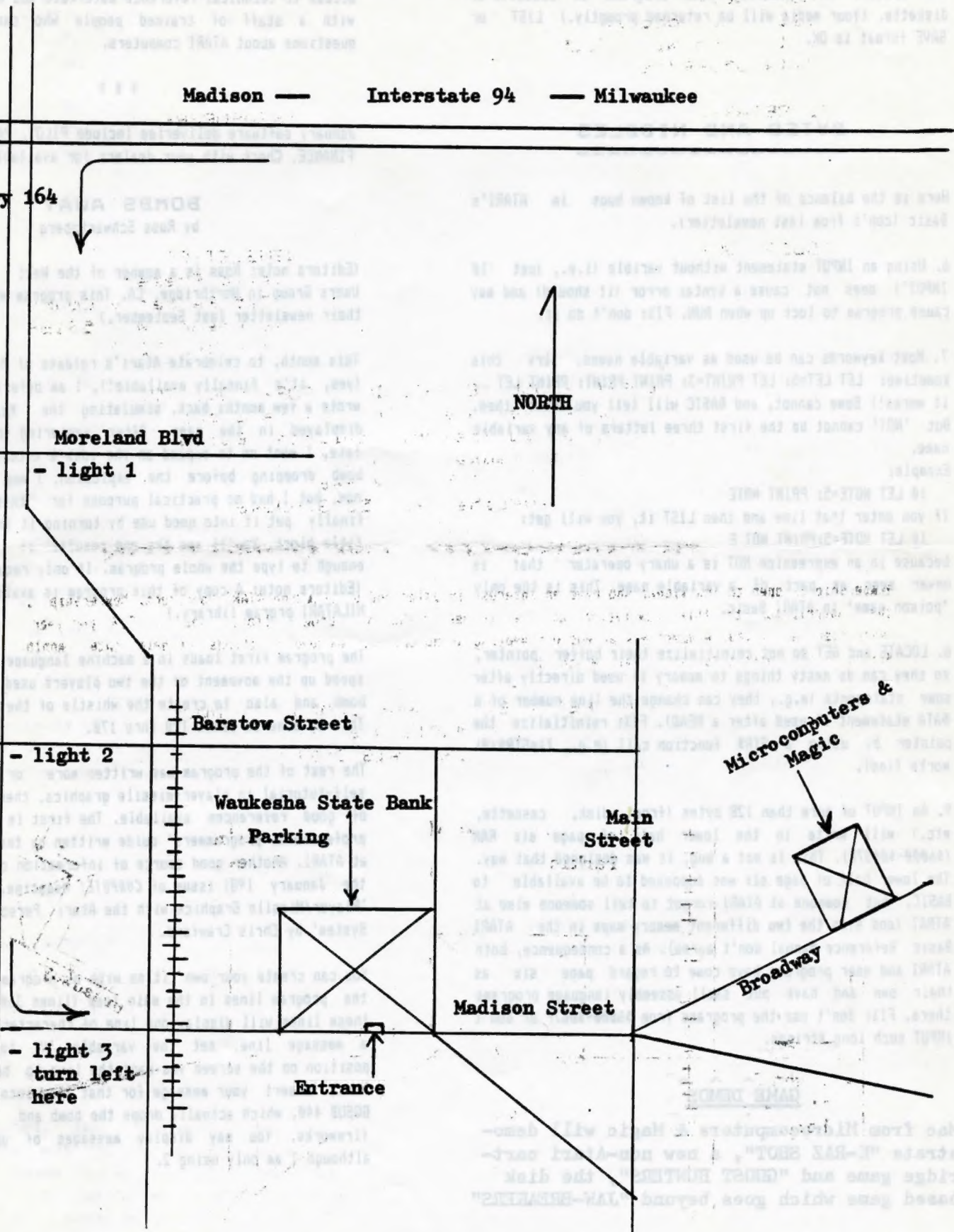
Microcomputers &
Magic

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MILATARI NEWSLETTER

PROGRAM-OF-THE-MONTH CLUB

Submit your favorite program with or without commentary to the editor. If possible, send programs on cassette or diskette. (Your media will be returned promptly.) LIST or SAVE format is OK.

BYTES AND NIBBLES

Here is the balance of the list of known bugs in ATARI's Basic (con't from last newsletter).

6. Using an INPUT statement without variable (i.e., just '10 INPUT') does not cause a syntax error (it should) and may cause program to lock up when RUN. FIX: don't do it.

7. Most keywords can be used as variable names. (try this sometime: LET LET=5: LET PRINT=3: PRINT PRINT: PRINT LET .. it works!) Some cannot, and BASIC will tell you about them. But 'NOT' cannot be the first three letters of any variable name.

Example:

```
10 LET NOTE=5: PRINT NOTE
```

If you enter that line and then LIST it, you will get:

```
10 LET NOTE=5:PRINT NOT E
```

because in an expression NOT is a unary operator that is never seen as part of a variable name. This is the only "poison name" in ATARI Basic.

8. LOCATE and GET do not reinitialize their buffer pointer, so they can do nasty things to memory if used directly after some statements (e.g., they can change the line number of a DATA statement if used after a READ). FIX: reinitialize the pointer by using a STR\$ function call (e.g., XX=STR\$(0) works fine).

9. An INPUT of more than 128 bytes (from disk, cassette, etc.) will write in the lower half of page six RAM (\$6000-\$6657F). This is not a bug, it was designed that way. The lower half of page six was supposed to be available to BASIC, but someone at ATARI forgot to tell someone else at ATARI (and even the two different memory maps in the ATARI Basic Reference Manual don't agree). As a consequence, both ATARI and user programs have come to regard page six as their own and have put small assembly language programs there. FIX: don't use the programs from \$6000-\$667F or don't INPUT such long strings.

GAME DEMOS

Mac from Microcomputers & Magic will demonstrate "K-RAZ SHOT", a new non-Atari cart-ridge game and "GHOST HUNTERS", the disk based game which goes beyond "JAW-BREAKERS"

The first ATARI regional Software Acquisition Center has opened its doors in Sunnyvale, CA.

The center is designed to provide a place where qualified software developers can work with ATARI equipment, have access to technical reference materials and be able to work with a staff of trained people who can answer their questions about ATARI computers.

January software deliveries include PILOT, PASCAL and HOME FINANCE. Check with your dealers for availabilities.

BOMBS AWAY

by Ross Schwartzberg

(Editors note: Ross is a member of the West Valley ATARI Users Group in Northridge, CA. This program was published in their newsletter last September.)

This month, to celebrate Atari's release of Missile Command (yes, it's finally available!), I am offering a program I wrote a few months back, simulating the Mushroom Clouds displayed in the game. After mastering this programming fete, I went on to expand on the idea & actually display a bomb dropping before the explosion. I was really into it now, but I had no practical purpose for this program. I finally put it into good use by turning it into an animated title block. You'll see the end results if you're enough to type the whole program. It only requires 16K. (Editors note: A copy of this program is available in the MILATARI program library.)

The program first loads in a machine language subroutine to speed up the movement of the two players used to display the bomb and also to create the whistle of the dropping bomb. This is done in lines 120 thru 170.

The rest of the program was written more or less as a self-tutorial in player-missile graphics, there are a couple of good references available. The first is DE RE ATARI, a professional programmers' guide written by the programmers at ATARI. Another good source of information can be found in the January 1981 issue of COMPUTE! Magazine. It's entitled 'Player/Missile Graphics with the Atari Personal Computer System' by Chris Crawford.

You can create your own titles with my program by editing the program lines in the main loop (lines 360-370). Each of these lines will display one line of characters. To display a message line, set the variable 'V' to the vertical position on the screen you want the line to be displayed. Next, insert your message for that line into 'MSG\$'. Next, GOSUB 440, which actually drops the bomb and creates fireworks. You may display messages of up to 10 lines, although I am only using 2.

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```

710 POKE 203,0:POKE 204,PLAYER0/256:X=USR(PMCLR):POKE 203,0:POKE 204,PLAYER2/256:X=USR(PMCLR)
720 DATA 0,60,24,60,60,60,60,24
730 POKE 704,PEEK(((RANDOM)+1)/16):POKE 706,PEEK(((RANDOM)+1)/16)+8
740 POKE 53248,HPOS:POKE 53250,HPOS
750 POKE 1574,SPEED
760 FOR X=PLAYER2 TO PLAYER2+8:READ A:POKE X,A:NEXT X:POKE PLAYER0+5,60:POKE PLAYER0+6,60
770 POKE 203,0:POKE 204,PLAYER0/256
780 POKE 205,1:POKE 206,PLAYER0/256
790 X=USR(1536,VPOS-4)
800 RETURN
810 L=LEN(MSG$):H=INT((20-L)/2):RETURN
    
```

HARDWARE INFORMATION

If you want information concerning the hardware and other technical aspects of your ATARI, try these manuals.

ATARI 400/800 Technical Users Notes (C016555)

Cost: \$27.00 plus \$3.00 shipping

Includes information on the OS and other hardware as well as schematic diagrams.

ATARI 400/800 Operating System (OS) (C016557)

Cost: \$17.00 plus \$3.00 shipping

Includes machine language routines that reside in the OS

ATARI 400/800 Disk Operating System (DOS) (C016558)

Cost: \$4.00 plus \$1.50 shipping

Includes machine language routines that are used in DOS

Both OS and DOS can be ordered for \$24.00 (price includes shipping). To order a manual enclose a check and letter stating which manual you want to:

ATARI Inc.

Customer Support

1346 Bordeaux Drive

Sunnyvale, CA 94086

Attn: Tom Harris

The POP-TOP Computer

Here are some current press releases from the POP-TOP Computer manufacturer.

ATARI Accountant, small business accounting system previously used with the ATARI 800 home computer, will be replaced by a cheaper, easier to use system designed especially for the home market. The ATARI 810 disk drive will be required for system operation. Unit will be offered for sale within the first quarter of 1982.

MEETING PLANS

NEW MEETING LOCATION The first thing to remember about our next meeting is the location change!

Due to the large number of users attending the meetings, we are moving to larger quarters. We will meet in the community room of the Waukesha State Bank. The entrance to the community room is at 110 Madison Street, Waukesha. A map can be found elsewhere in this issue.

If you want to come early, meet at MICROCOMPUTERS and MAGIC. It's a block and a half stroll to the bank from the store.

ELECTION TIME The first order of business will be the election of club officers. We are for looking people to fill the positions of vice president, secretary, treasure and education. If you are interested in any of these positions or want to volunteer your friends call Gary Nolan.

DUES At the December meeting the group voted to set membership dues at \$12.00 per year. This money is intended to cover the cost of printing and mailing this newsletter. The money not used for the newsletter will be used to build a club library of programs and manuals. Please bring your dues money with you to the meeting. If your not coming, use the membership application form in this issue and mail it to president Gary. This newsletter will be mailed to paid members only beginning with the March, 1982 issue.

WORD PROCESSING There are at least three word processing systems available for the ATARI computer system. We will explore these three word processors at our meeting. The three are *The ATARI Word Processor*, *Letter Perfect*, and *Text Wizard*. If your looking, don't buy until you have had a chance to see these systems demonstrated.

MILATARI NEWSLETTER

20 REM BOMBS AWAY!

40 REM >> by Ross Schwartzberg

50 REM >> July 19, 1981

60 REM >> West Valley ATARI Users Group

100 REM ** LOAD MACHINE LANGUAGE SUBROUTINE

120 FOR X=1536 TO 1687:READ A:POKE X,A:NEXT X

130 DATA 104,104,104,141,70,6,169,175,141,1,210,141,3,210,173,10,210,74,72

140 DATA 160,17,177,203,145,205,230,204,230,206,177,203,145,205,198,204,198

150 DATA 206,162,10,202,208,253,136,16,232,230,203,230,205,104,105,1,141,0

160 DATA 210,72,105,3,141,2,210,165,205,205,70,6,208,207,104,96,60,104,160

170 DATA 0,145,203,136,208,251,96

180 REM ** INITIALIZATIONS

200 DIM FIRST\$(20),LAST\$(20),MSG\$(20)

201 GRAPHICS 0:?"ENTER FIRST NAME ":INPUT FIRST\$

202 ?"ENTER LAST NAME ":INPUT LAST\$

210 ?"INPUT SPEED OF MISSILE "

220 ? " 1 - FAST"

230 ? " 255 - SLOW":?

240 INPUT SPEED

250 GRAPHICS 18

260 REM ** ENABLE AND INITIALIZE PLAYER/MISSILE GRAPHICS

280 PMCLR=1607:RANDOM=53770:POKE 559,46

290 A=PEEK(106)-16:POKE 54279,A

300 PLAYER0=A*256+512

310 PLAYER1=PLAYER0+128

320 PLAYER2=PLAYER1+128

330 POKE 53277,2

340 REM ** MAIN LOOP

360 V=4:MSG\$=FIRST\$:GOSUB 810:GOSUB 440

370 V=6:MSG\$=LAST\$:GOSUB 810:GOSUB 440

380 FOR Y=1 TO 100

390 SETCOLOR 4,RND(0)*16,RND(0)*15

400 SOUND 0,RND(0)*255,10,10:NEXT Y

410 GOTO 250

420 REM ** POSITION CALCULATION SUBROUTINE

440 HPOS=H*8+48:VPOS=V*8+16

450 FOR CHAR=1 TO LEN(MSG\$)

460 IF MSG\$(CHAR,CHAR)<>" " THEN GOSUB 700:GOSUB 490

470 HPOS=HPOS+8:H=H+1

480 NEXT CHAR:SOUND 0,0,0,0:SOUND 1,0,0,0:RETURN

490 POKE 204,PLAYER0/256:X=USR(PMCLR):POKE 204,PLAYER2/256:X=USR(PMCLR)

500 RESTORE 650:FOR X=1 TO 9

510 SOUND 0,50,0,VOL:SOUND 1,200,2,VOL

520 IF X<6 THEN VOL=12

530 IF X<=6 THEN VOL=VOL-3

540 FOR I=PLAYER0+VPOS TO PLAYER0+VPOS+6

550 READ A

560 POKE I,A

570 POKE 704,PEEK(RANDOM)

580 NEXT I

590 IF X=5 THEN POSITION H,V:?"6:MSG\$(CHAR,CHAR)

600 NEXT X

610 RESTORE 650

620 RETURN

630 REM ** EXPLOSION DATA - 9 SCREENS

650 DATA 0,0,0,24,0,0,0,0,24,60,24,0,0,0,60,126,126,126,60,0,60,126,255,255,255,126,60

660 DATA 60,126,255,255,255,126,60,0,60,126,126,126,60,0,0,0,24,60,24,0,0,0,0,24,0,0,0,0,0,0,0,0,0

670 RETURN

680 REM ** MISSILE SUBROUTINE

700 RESTORE 720

